

SETTING UP THE GAME

SBURB BASICS

Welcome DM! Whether you've been a Homestuck since the very first 4/13, or it's your first SBURB game, this guide will help you navigate the oft confusing gameplay possibilities.

One of the beautiful things about SBURB is the limitless possibilities! With over 100+ Classpect possibilities, unique Lands and quests for differing characters, and several different races- all with an evolving game, the possibilities are endless!

1. The Basics: Set good rules and boundaries with your players.
While open roleplay is encouraged, it's not necessary to have a fulfilling game! If you or your players are busy, regular scheduled sessions are just fine. Make sure your players are communicative about their own boundaries (maybe some are open to being contacted for rp at any time- or will on and off rp as needed, maybe some only want to play at scheduled times), and make sure you're clear on your boundaries as well! We recommend setting up separate Discord channels for each Land, allowing players to free roam between the worlds they've unlocked to hang out and rp together.
2. Simplify! While SBURB has hard rules (needing a Time and Space player to win, complicated Alchemy rules) feel free to lighten them up to streamline roleplay. In both of our guides, we've simplified much of SBURB for beginning players. If your players and you are familiar with Homestuck, feel free to add in your own rules.
3. Be creative! Your players created a flawed Genesis Frog? Accidentally created a null session? Work to find possible solutions! You're the player's guide and friend, not their enemy. Just like in DND, you want them to succeed- with appropriate consequences or actions, of course.
4. Your role as the DM is very hands on- we give some base enemies, weapons, and stats in this document, but with the improvisational nature of SBURB sessions, you'll have to design a lot of your own

ideas! This is meant to be more of a referential guide and a refresh on Homestuck elements than anything else.

I'm also gonna get real with you here, Homestuck is really complicated. The MSPA Wiki might be your best friend for your campaign, so if something isn't clicking for you, [I really recommend giving it a go.](#) That aside, me and my partner do our best to explain everything in this guide, so hopefully you'll only need it as supplemental reading.

Below is an outline for a perfect successful session of SBURB that could occur in this TTRPG format. Obviously, with the improvisational nature, this may not occur! Be flexible with your players and your rules to ensure a fun, unique session is created. Use this outline to remind you of key events to set up and exploit during your game.

SBURB GAME OUTLINE (Successful session):

- The client and server copies are both installed by players, and connect to each other.
- The server player deploys necessary features from the Phernalia Registry- the Alchemiter.
- The Alchemiter releases an empty Kernelsprite. This begins the countdown to the meteors arriving at the client player's house. Once prototyped at least once, the sprite will gain the ability to speak, and the countdown will pause, sending the player's home to the Medium.
- The player's house is teleported to their planet in the Medium. From here, their main goal is to build upwards to pass through the seven gates. The Forge (a volcano located on Earth) is also brought through the Medium.
- The player can now explore their own land's surface, talk to consorts, and take on sidequests. Each player has a personal quest that they can fulfil relevant to their land and how the Denizen has challenged them. They can also find and explore their Denizen's palace, and if they choose to, kill their Denizen or accept The Choice.
- The player's may also sleep and explore their respective moon of Derse or Prospit, and discover more about the war raging on Skaia.

- Travelling upwards through the gates brings you to your other player's worlds, where you can team up to take on quests, speak to Denizen's, etc.
- The final gate takes you to the battlefield of Skaia, where the war between Dersites and Prospitians rages. Prospit is doomed to lose no matter what, which will let the Dersites trigger the Reckoning.
- The Reckoning is a 24-hour event where meteors rain onto Skaia, trying to prevent it from achieving its ultimate goal. Skaia can defend itself with portals, sending meteors back to the original day of Sburb's beginning.
- While the Reckoning is at hand, the player's must defeat the Black King and save Skaia.
- With Skaia saved, the player's new universe can now be created. The player's must go to the Forge and conduct ectobiology on frog's to create the perfect tadpole.
- The player's now finish building their houses upwards to create grist rigs that will pour grist into Skaia to feed the tadpole.
- The tadpole will combine with Skaia to become the Genesis Frog, and- provided it is healthy, it will unleash the Vast Croak- allowing the players the Ultimate Reward: a chance to design a new universe and planet for them to live on.

SBURBIA GAMEPLAY

Unfortunately, due to the nature of Homestuck, there are some gameplay elements you may want to adapt for a good TTRPG and roleplaying experience. Feel free to read this and pick and choose, and alter whatever you need to for your personal game. Remember that you're the storyteller, and whatever works best for you and your players is more important than anything written here! :)

First of all, Homestuck is very much about loneliness and isolation, so some parts don't mesh well with a party based RPG. It's a good idea to have all your players enter at the same time, and start on the party "leader's" planet, traversing to the next planets through the gates found on the first planet, and so on and so forth. Another option would be to have all the planets accessible from the beginning, and allow your players to move between them.

Players should work to complete quests simultaneously, so some parts of a player's major quest should be completed before moving on, but not the entire thing, so the party will return to complete more of the quest once everyone else has had a chance at their own quest. You don't want to separate your players if you can, so adjusting the game to keep everyone together might be necessary.

Second, you might want to set up a Discord server and set up some rules for mini-sessions and roleplay outside sessions. This is a great way to do sidequests, and a quick session is a great way to allow players to explore their own planets without the burden of a whole party. You should also set up channels in a Discord server for player conversations and roleplay in the game setting. Nothing hugely important should happen in these roleplay sessions, but it's a great way to get some characterization in and allow your players to have casual conversations in the world.

Third, you'll want to consider how "by the books" you want your session to be. You'll want to determine early on what you are willing to implement if the game goes off the rails, whether that be Alpha sessions, travelling to different sessions, unconventional quests, etc. You can totally have a fun, successful game staying within the rules, as well as breaking them a bit for an interesting plot. This is totally up to you, but it's something to keep in mind.

GAME MECHANICS:

ECTO BIOLOGY:

Ectobiology is the process used to create paradox clones, which all players of SBURB are.

Ectobiology is carried out using an appearifier (a machine that can target objects and people and transport them through time and space), targeting the paradox parents of the player and combining their genetics to create a baby version of each player as well as paradox clones of the guardians, and then sending both back in time to their home planet to be raised and later play the game.



The kids as babies after being paradoxically created through ectobiology.

Ectobiology can create both clones and the slime imprint of a character, depending on their ability to be appearified without creating a paradox.

If a character or object has relevance to the game in a future timeline, they will not be appearified but instead a green slime containing their genetics, which can then be used to produce a recreation of that character as a baby, and then sent back in time to play the game or raise the player.

The ectobiologist of a session will need to do this to the guardians of the players, create the guardians, and then mix the genetics of two of the player's guardians to create baby versions of the players, which are sent back to their home planet and grow up to play the game. For example, in the Beta session, Bro was Dave's guardian. June created the paradox clone of Bro, and sent him back in time to take care of Dave, then combined his genetics with Rose's mom to create Dave and Rose's paradox clones, which were sent back in time to their guardians where they could be raised and prepared to play the game.

Alpha sessions are created when the players of a Beta (or original session) scratch the disk and cause the timeline to be reset, which swaps the places of the players and the guardians. For another example, when June scratches the disk and resets the Beta session, she creates the Alpha session.

In this reality, Dave and Rose are sent further back in time to become the guardians of Dirk and Roxy (or Bro and Mom Lalonde.) The same is true for Jade and her grandpa, and June and her grandmother, becoming Jake and Jane respectively.

For the players of the Beta session to not be destroyed along with their session, they will need to find a way to travel through Paradox Space along with anything from the session they want to take with them (like their planets.)

Once per session, one player must find a machine that can carry out Ectobiology and complete this process, recreating each player and their guardian. If this does not occur, the session itself becomes a paradox and fails. The player can do this consciously or accidentally, as long as it is completed by a player, usually the session's leader (or the first client player.)

FIRST GUARDIANS:



First guardians are entities that protect and defend a planet that hosts intelligent life, and are nearly as old as the planet itself. They tend to be white in color, and are not always solely animal or human based (ie, Doc Scratch). (Image- Bec, a First Guardian.)

They have the ability to teleport both themselves and objects from anywhere in time and space and their bodies can act as portals to other places. They will do anything to ensure Sburb is played and the players survive as long as they need to. They have near omnipotence, and when merged with an intelligent host, omniscience in addition.

They are created by Ectobiologically combining something with the First Guardian's DNA code, and an object or living creature.

DREAM BUBBLES::

Dream Bubbles are massive, moving bubble-like structures that drift through SBURB sessions, glubbed into existence by horrorterrors at the edges of the game. Dream bubbles provide an 'afterlife' for characters

in doomed timelines, alternate universes, and players who have died- the bubbles are filled with warped and merged versions of their own memories to be explored. Players who have lost their dream self can also start waking up in dream bubbles when they sleep.



External view of a dream bubble.

It is possible for players to physically enter and exit dream bubbles (either intentionally, or as the area they're in passes through one), but the inhabitants of the dream bubbles (ie dead or dreaming players) cannot usually leave without difficulty.



Alternate selves/dead selves in a dream bubble.

Dream bubbles can be destroyed by a powerful enough entity, and dead/dreaming players can still be harmed or destroyed within their bubbles. Items created in a dream bubble (such as something appearing in a memory of a character) can sometimes be taken back into the waking world.

RELICS:

Relics are magical items that have no known origin that always have an owner of some sort. They can have any magical properties and cannot be



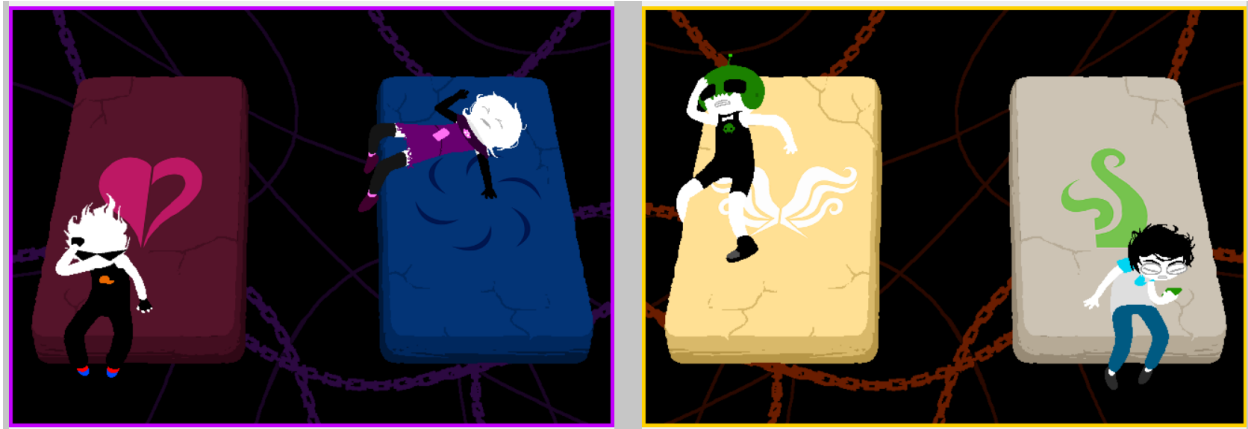
fully destroyed or duplicated. Cherubs have great respect for these items, and are almost always in possession of one of their own. Relics can be used to engage Trickster mode in humans and trolls, which can be compared to an extreme sugar high.

(Image: Lil Cal, a relic in Homestuck)

Some examples of Relics are Lil' Cal, who was created to solely ruin the lives of those around it, or The Treasure, which gave Lord English his powers to destroy Paradox Space. They can have any sort of magical powers, which could be time travel, able to alter reality, or even being able to disable other Relics.

TRICKSTER MODE:

Trickster Mode is essentially a sugar high on steroids, and can be accessed by using Relics (usually consuming or licking them.) Players in trickster mode will be hyperactive, change their colors and outfit to fit a food-related theme, and have powers like being able to revive plant life and potentially creatures, and forcing enemies to drop zillium rather than regular grist drops, which can be used to craft the Zillyhoo weapons. Trickster Mode can also be passed on to other players, usually from sugar-high induced makeout sessions.



The alpha kids after Trickster Mode.

Once Trickster Mode wears off, characters affected by it go through a terrible hangover and are returned back to their sober state, with no permanent effects.

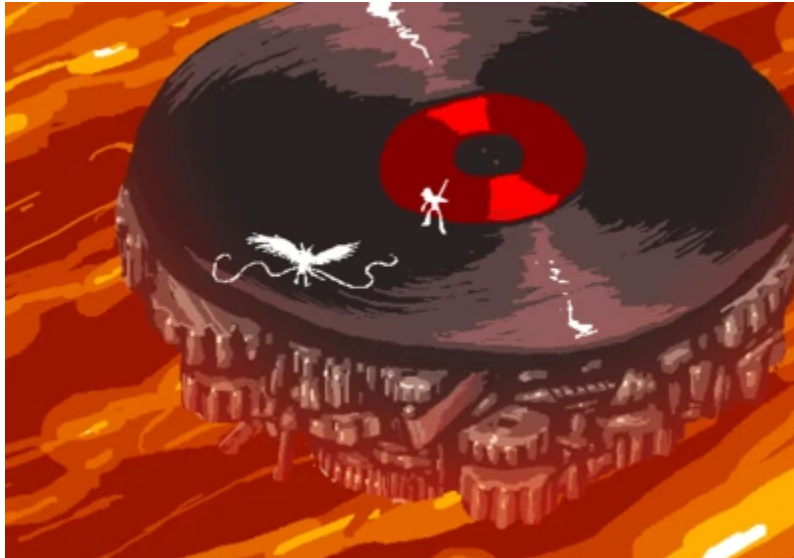
SCRATCH CONSTRUCT::

In every session of SBURB, there is a 'panic button' in case a session goes terribly wrong. This construct, when activated, completely resets the game from scratch.

The construct is different in each universe, and is usually found on the Time players planet. For instance, Dave's planet had the Beat Mesa- a giant disc that had to be scratched to reset the game.

When the game is reset, it activates a different universe by providing different beginning conditions in the game. This is usually done by changing destination times on Earth of various paradox clones- normally causing the player's guardians to play SBURB.

For the original players to not be destroyed with their session, they must find a way to escape their failed game and travel to the new one.



The unscratched Beat Mesa on Dave's planet.

FENESTRATED WALLS::

Fenestrated walls are large viewing panels used by Derse agents to monitor Paradox space.

WINNING THE GAME

To win SBURB, your characters ideally create their own universe successfully and get to live out their lives peacefully, but that isn't always the case. The DM may choose to end it in a more

narratively satisfying way or in a way that completely breaks the rules, but works for your session!

However there are a set of conditions that can be met to create a new universe and get a "proper" win.

First, your characters will need to prototype their sprites twice. Skaia, the carapacians and all the enemies you will face are modified by the items the players put in their sprites. If the sprites are not prototyped, this will result in a void and unwinnable session. Once the prototyping is complete, Skaia will become the ultimate battlefield where a war is waged between the prospitian carapacians and the dersite carapacians. This game is like one of chess, where the sole objective is to defeat the other side's king.

The king and queen will have a sceptre and a ring, respectively, and these are also influenced by the prototypes. These, when used by the king and queen (or any other carapacian) will grant them the powers of the items that were prototyped. The prospitians will always lose this game of chess, and when the white king is defeated, the Reckoning begins.

The Reckoning is the end-game of your session, the final battle. Your players will have a 24 hour window to defeat the dersites and claim the rings, before Skaia is destroyed by the meteors of the furthest rings.

Once the king is defeated, your players will each have a personal quest they will have to complete. This is personalised to them and will take place on their planet, and usually involves defeating their denizen in some form or another. Because the quest is based on the player and their motivations, classpect and growth as a character, the DM will create this quest for each player.

One player's quest, at the DM's choice, but usually a space player, will be to breed the genesis frog using ectobiology. The player needs to Appearify a frog, by trying to teleport the frog to their location. Appearifying only works if the frog has no interaction with the timeline, otherwise it will create ectobiological slime. This slime is what's used to breed frogs and mix their genetics, so the players will need to hunt down and catch any frog that they used.

If done correctly, this will create the Genesis Frog, now a tadpole. This must be done correctly, or the frog can be given cancer, and cause the proceeding universe to fail. The DM can choose how they would like to implement this into gameplay, or if it is a roleplay based event.



The Genesis frog- known as Bilious Slick.

The forge is found in the core of Skaia. The players, once they have completed their quests, will need to throw the rings from the black and white queens into it. At this point, they will need to funnel all their remaining Grist into a Grist Rig to feed the Genesis Frog. Assuming all has been done correctly, the Genesis Frog will grow to the size of the universe and release the Vast Croak, creating the new universe and a doorway to enter it.

Alternatively, there are sessions that are doomed to fail, also known as Null sessions. If the players of the session fail to play the game properly, their session can become unwinnable, like if the king becomes impossible to beat. In this case, there is also a disc in the center of Skaia that can be scratched to create a "redo" of the universe. This will create kid versions of the Guardians, and they will play their own game. Your players will have to find a method to link the universes, or enter the new game, to win in this session.

There are also void sessions, which occur when the sprites are not prototyped. These sessions are lacking many of the parts needed to win, like the disc, the forge, the battlefield and consorts. These sessions will need an outside influence or to be linked with another session to create a winnable session.

Finally, there are Dead sessions, which are played by only one player. These are near impossible to beat, as the player will need to defeat 12 denizens, one for each aspect, and create a new universe themselves. It's not recommended to try to play a dead session as an RPG, but your DM can homebrew rules and mechanics for it if they'd like.

These are just guidelines on the last stretch of your game- there are tons of possibilities of different endings your characters can have. Your session can be finished in whatever way suits your game.

GAME VARIABLES

Each game is a little different, and you can get

PLAYER DEATHS:

Oops! One of your players died, and has no dream selves left to revive them or has died a Just or Heroic death. No worries though, they can create a new player and join back in. Either you can replace them in the game, or have them be a character outside your party's SBURB game and join in, such as a carapacian, consort or cherub. Your player's old character may still be found in dream bubbles, so you can roleplay that character with the still-living players if you'd like.



Doc Scratch's grandfather clock- determining a Heroic vs Just death.

NULL/VOID/DEAD SESSIONS:

A null session contains all the rules of a regular session, but is destined for failure in some way. (ie: the Genesis Frog being incorrectly created, Prospit winning the battle too soon, losing too many players, 'softlocked'.)

Void sessions have a lack of prototypes in Kernelsprites- this leaves Skaia's battlefield in a stalemate, and can only be won with extreme intervention. (can be won by assassinating the Black King, fusing with another session, or some other intervention)

Dead sessions present as ordinary sessions, but are doomed to be played by only one player. These are extremely rare, and completely unwinnable. (Exception being a Lord or Muse player)

ROGUE NPCS:

Sometimes in a session, an NPC will diverge from their intended purpose and completely mess up the SBURB game. For example, in the Beta session, Jack Noir stole the Black Queen's ring and became immensely overpowered and hellbent on destruction. This causes him to kill the Black King, which prevents the players from being able to win the game properly. This usually only occurs in sessions that were not created properly, like how Karkat accidentally gave his session's Genesis Frog a tumor, which causes the Beta kids' session to go off the rails.



Bec Noir- the prototyped version of Jack Noir after stealing the Queen's ring.

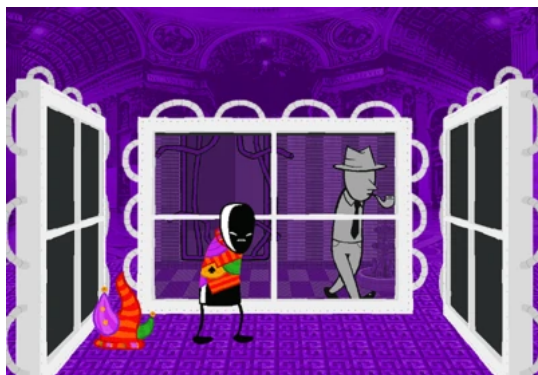
TUMORS:

Tumors are created in SBURB games when the previous universe's creators fail to sequence the Genesis Frog's DNA correctly. In the Beta kids' session, this causes their session to become null and allows the NPCs in their session to become rogue and take over the narrative. Tumors contain powerful bombs, and in the case of the Beta session, helps create the Green Sun.

FENESTRATED WALL:

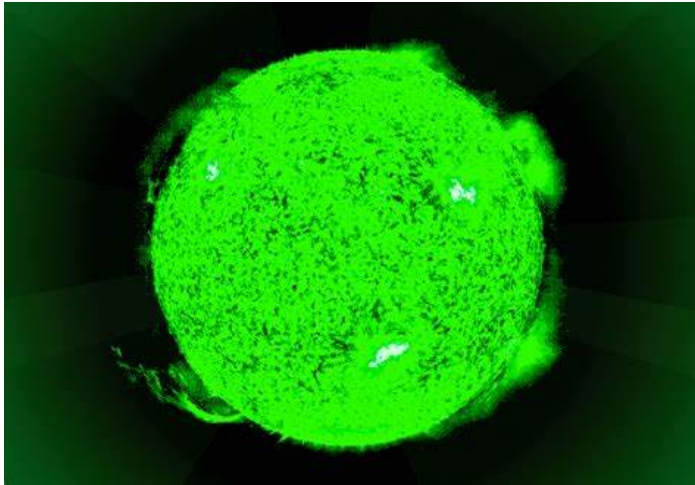
Fenestrated walls, in canon, are surveillance devices used by Derse to monitor events throughout the Incipisphere. They can be both broken, and entered. Some fenestrated walls can be used to connect to others- and players can transport between the two of them through great distances.

Jade uses a fenestrated wall to escape the kids' previous session and travel to a successful one.



Canon!Hussie uses the fenestrated walls for shameless self-insertion into the story- as well as to assist Jade and June's journey to the new session.

GREEN SUN:



The Green Sun was created by Dave and Rose by detonating the bomb inside the tumor, and is present in all SBURB sessions. The multiverse can be thought of like a solar system, with every universe and every game orbiting around the Green Sun. The Green Sun powers all of the first guardians, and grants anyone prototyped with a first guardian immense power.

(Image- The Green Sun.)

EXTERNAL INFLUENCES AND META BULLSHIT:

THE DM/THE AUTHOR:

Wait, who? You? That's right, you! Homestuck is, by nature, a narrative about a narrative. All of the "in-between" text, the narration of the characters' actions and thoughts, is written by you. That means technically, you are a real character who's behind the curtain, pulling the strings, etc etc etc. Homestuck loves bullshit meta stuff, and you can use that to your advantage if you want! You can be a physical character who narrates the story, recaps it when needed, and if exceptional meta bullshit occurs, be pulled into the story along with your characters. Does this mean I'm part of your game too? I guess you have the right to do that if you want? I'm the real fucker pulling the strings, it's the legendary double narrator DM combobob reacharound they only tell of in legends.

Seriously though, you can leave this part out if meta garbage and narratives about narratives isn't your cup of tea, but if you ARE

interested, there are lots of ways to insert the narrator into the story. Your imagination is really the only limit here, but you can also insert characters who are somewhat aware of the meta or are created to fill roles.

A great example of this is Caliborn and Calliope in the comic. They represent the duality of fandom, and the pitfalls of both sides of a fandom. Caliborn represents the rabid, gross, dudebro fans who read Homestuck for all the wrong reasons, and who becomes the ultimate villain and is generally pretty nasty. Calliope is obsessed with her friends and sees them as characters as part of a narrative, and represents the side of the fandom that loves shipping and says "why can't we all just talk about it and make up?" She induces Trickster Mode in the alpha kids with this line of thinking.

Really, meta storytelling is all about using aspects of real life and breaking the fourth wall to help your storytelling. I could ramble on about this for five paragraphs, but I'm gonna be meta too and assume you have access to google.

ANDREW HUSSIE:

Ok, seriously? The author for the actual real homestuck comic? Yeah, sorry, gotta cover this too. In Homestuck, Andrew Hussie the Real Actual Guy plays an important(?) role in his own story. He is shown recapping his own story, looking through fourth walls, and sometimes interacting with his own characters. He appears whenever he speaks directly to the audience, as well as certain regular scenes within the plot. He is killed in the plot and appears as a ghost in the dream bubbles, so like go for it I guess if you want to include him as the Master Lorekeeper and The Original Author or some garbage like that. I can't stop you.



Canon!Hussie

These next few sets of characters are unique to the Trolls' and Kids' sessions in Homestuck, but you can use them in your session or as an example for your own characters.

LORD ENGLISH:



Lord English is considered to be the main antagonist in Homestuck, and is an all-powerful, unkillable demon who was created by combining a variety of characters and gaining his powers from a Relic and winning his dead session. He resembles Caliborn the most, but is a combination of the souls of Arquiusprite (AR or Hal and Equius,) half of Gamzee (through Lil' Cal) and is hosted in the body of Doc Scratch. He is named after putting a curve on a cue ball in pool, reflecting on Doc Scratch, and is

the leader of the Felt. His main goal is to completely destroy the universe and everything in it. He wears the Cairo Overcoat, which takes damage as the universe does, which can change into a golden sarcophagus and allows him to travel through time. His eyes are pool balls, which flash with each ball up to 15, and his overcoat and peg leg matches these colours. (Image- Lord English during [S] Collide.)

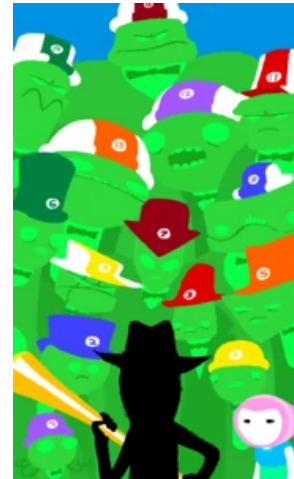
DOC SCRATCH:

Doc Scratch is the First Guardian of Alternia and the host of Lord English's souls, as well as his main officer. He is a humanoid figure with a cue ball for a head, and wears a white suit with a green shirt and tie, and uses a white handgun. He was created using code from the Trolls' SGRUB session, as well as the paradox slime from Lil' Cal and an All Knowing Cue Ball. He is nearly omniscient and manipulates others both to protect Alternia until the game is played and to aid Lord English in the future. He lives on the Green Moon of Alternia along with the Midnight Crew and the Felt. (Image- Doc Scratch.)



THE FELT:

The felt are a gang of time-travelling Leprechauns that are a rival gang to the Midnight Crew on Alternia. They serve under Lord English and are thematically based around a game of billiards. Lord English/Doc Scratch serves as the cue ball, and each member are green in colour matching the felt of a pool table, with a coloured hat and their corresponding number of the pool ball, up to 15. The 8 ball is represented by Snowman, the exiled Black queen of the Trolls' session, and the only carapacian member of the felt. She is directly tied to the trolls' Genesis Frog, and when she is killed, the trolls' universe is destroyed, including Alternia. (Image- The Felt.)



The Felt were obtained through Caliborn's session, as he gained an underling for each planet he defeated. His game also has a motif of a billiard game, as he has to send each planet into the black hole by knocking it in with another planet. They are loyal to him and Lord English.

THE MIDNIGHT CREW:

The Midnight Crew are the exiled agents of Derse in the Trolls' session. They reside on the green moon, and created the Midnight City where they are a rival gang to the Felt. They aid the trolls during the game, which leads to their exile from Derse. They each represent a

suit of cards, and their names reflect this. Their members are, left to right: Hegemonic Brute (Hearts Boxcars,) Jack Noir (Spades Slick,) Draconian Dignitary (Diamonds Droog) and Courtyard Droll (Clubs Deuce.) They do not use their given names after their exile (trans rights????)



CREATING CHARACTERS

PRE-GAME STATS:

MOONS:

Each player has a lunar sway, whether that be Dersite or Prospitian. There are descriptions in the player's guide about what personalities belong to what moon, but the best way to divide it is evenly between the group, and have players with a positive outlook on prospit and a negative outlook on derse.

Characters will also have their dream selves on their moon, which sleeps while they're awake and either sleepwalks or wakes, if the player's dream self has woken. Dream selves usually wake during the game, during a moment of personal growth or understanding of themselves, but can be awake before the game starts. Their dream selves can die separately than their real selves, and if their real body dies when the dream self is still alive, they can be woken by being kissed, and lose their dream self. They can only do this once, and if your character dies again after this, they permanently die and become a ghost inhabiting the dream bubbles of the furthest ring.

PLANETS AND CONSORTS:

Each of your players will have their own planet and consorts inhabiting it, with their own personal quests. These planets have a naming system, being called the Land of Blank and Blank. For example, Dave's planet is called the Land of Heat and Clockwork (LOHAC.) This planet's style and theme isn't too important, but is usually related to the character's aspect or their symbolism as a character.

They will also have consorts inhabiting their planet, who help them on their personal quest, provide sidequests, and own shops your players can buy items in. Consorts are amphibians or reptilian bipedal creatures, and have skin in bright colours that match the planet surrounding them. They worship the genesis frog, and have been known to collaborate with white carapacians. While consorts aren't very smart, they have a drive to learn and have their own societies and religions.

As well as consorts, planets will have some form of small non-intelligent animal life. June has fireflies on her planet, and Jade has hummingbirds and frogs.



Vriskas's Land- LOMAT.

DENIZENS:

Each player will have a denizen of their planet, that is vital to their personal quest, whether that be killing the denizen or carrying out a quest given to the player by the denizen. Here are the known denizens:



Typhoeus



Cetus



Hephhaestus



Echidna



Hemera



Nix



Abraxas



Yaldabaoth

You can choose from this list or create your own denizens, which usually have names stemming from Greek mythology and have massive, snakelike bodies. A player's denizen will match the colors of their godtier outfit, their blood or chat color, or their lunar sway. They guard a massive hoard of grist deep underground and will be vital to completing the character's personal quest. Denizens speak in a language that only their player can understand.

The denizen will offer the player The Choice, which is a choice between two options with equally severe consequences. While the player can fight their denizen as an alternative to The Choice, their quest will usually relate to this. Each player's choice is completely unique to them and will depend on their story and personality. Choices are often vague and will have consequences not yet understood by the player, like how Kanaya was given a choice to protect Karkat in the session following their own to help re-establish trolls as a race on Earth-C, which was several years in the future. These Choices are

almost always to the benefit of the game as a whole, and some Choices can completely make or break a session.

RACES:

There are three playable races in the game, being Humans, Trolls and Cherubs. Stats have been included for a Carapacian race, but this may be hard to implement as they cannot "play" the game. While each race plays the same once they enter the game, there are some cultural differences between cherubs, humans and trolls. See their respective sections in the player's handbook for an explanation of their cultures and societies.

DURING THE GAME:

LEVELS:

Levels in this game are similar to DND, but each player gets the same rewards for leveling up. Your players can choose ONE stat to add +1 to, and gain a sum of boondollars, more sylladex space, as well as some levels allowing players to understand their aspect and use its powers more effectively. Below is a table of boondollar rewards for levels, and the levels where a player will gain mastery of their aspect:

Level	Boondollars Gained
1	50 (starting amount after entering)
2	100
3	200
4	500
5	1,000
6	10,000
7	50,000
8	100,000

9	500,000
10	1 Boonbuck
11	2 Boonbucks
12	5 Boonbucks
13	10 Boonbucks
14	15 Boonbucks
15	20 Boonbucks
16	30 Boonbucks
17	50 Boonbucks
18	100 Boonbucks
19	200 Boonbucks
20	500 Boonbucks

You can choose not to use this table if you're not tracking your players' boondollars, and instead just let them buy level appropriate items.

Level 3: You will give the player a small capability of their aspect. They may have better intuition in fights, resolve conflicts more easily, or have a better understanding of the world around themselves.

Level 5: Now they become slightly stronger, whether that be the ability to see timelines, heal others' minor wounds, or be able to predict actions. Remember that these will be different for each player. Take +1 to classpect rolls.

Level 7: They've got the hang of this whole aspect thing and can use it effectively in battle. Take +2 to classpect rolls.

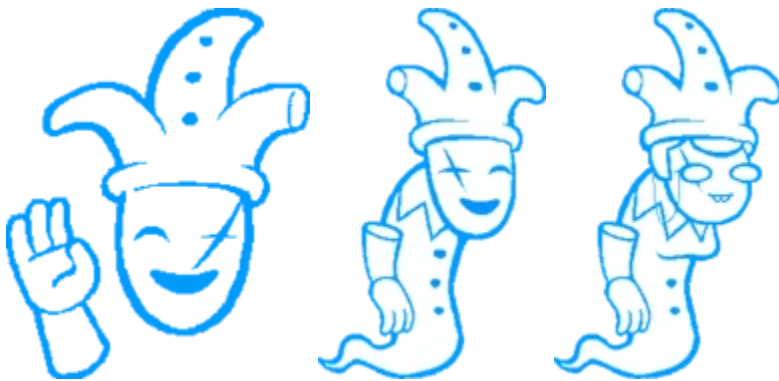
Level 10: They have near-complete mastery of their aspect. They understand it fully and have figured out how to use their abilities. Take +3 to classpect rolls.

Past level 10 your players will stop leveling up normally, and instead will need to God-tier to progress to level 11 and onwards. Players

also need to reach level 10 to God-tier. Players still gain the above bonuses, but should be fully capable of using their aspect before they ascend.

SPRITES:

Each character will have a sprite, and that sprite must be prototyped before entering the game, otherwise the players will create a Void session. A player's sprite will start as a kernelsprite, which is just a floating head version of the sprite. When the kernelsprite and player enter the medium, the sprite will split in two, into a kernel and a sprite. The kernel is sent to Prospit or Derse, altering the carapacians and enemies, and the sprite becomes ghostly in appearance with a white body tinted with a color and a long tail instead of legs.



June's sprites, in this order: Kernelsprite, Harlequinsprite, June's tier 1 sprite and Nannasprite, June's fully prototyped sprite.

Their first prototype will influence the enemies they face and the attire the carapacians in their session will wear, as well as the powers their king and queen possess. Sprites are corporeal and are considered alive, and during the reckoning they will go to the battlefield and die unless they are saved or in another location. The sprite will guide the player through cryptic information, and aid them during battles in the early game. Sprites gain intimate knowledge of the game and how it functions, and the ability to speak to the player even if the prototyped object was not sentient.

Unstable sprites can release a burst of energy or explode, such as two characters being prototyped that have clashing personalities or a character or object is prototyped that is in an unstable emotional state.

Two sprites that have been prototyped once can also prototype each other, becoming a squared sprite (sprite^2.) A sprite^2 will gain traits from both sprites, and may become more corporeal by gaining legs, and will flash between the two sprites' color schemes. An example of this is Davepetasprite^2, who was a combination of Davesprite and Nepetasprite and gained memories of both alternate reality Daves and Nepetas.

Sprites in Dead sessions immediately collapse into a black hole and suck the player's planet into the medium, allowing them to start the game on their home planet rather than having their home destroyed and gaining a new planet in the Medium.

SERVER/CLIENT PLAYER AND BUILDING:

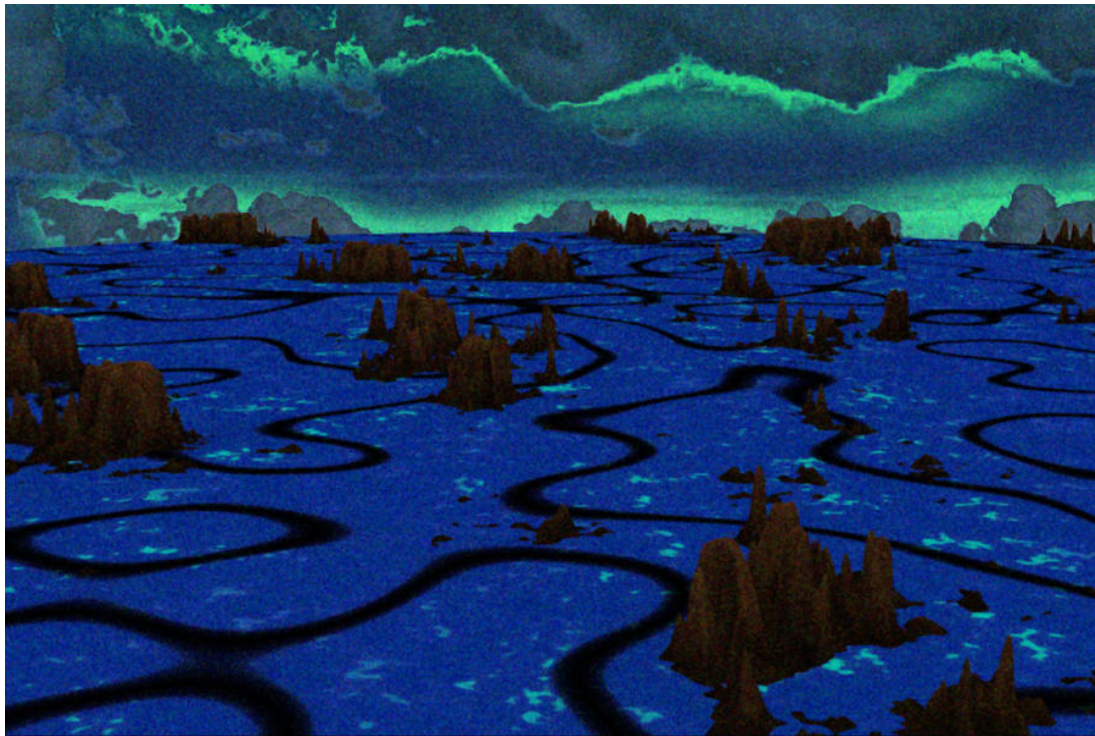
Each player will receive two copies of SBURB: A server copy and a client copy. The leader of the session will boot up the client copy first and their friend will boot up the server copy and link to the client player, which allows the server player to edit the client player's house in a sims-like editor.

The server player will need to create the alchemiter, a machine that helps the player enter the game. It creates an empty sprite and an object that will help them enter the game. This can be any inanimate object that can be broken or altered in some way, like an apple to be bit into, a pinata to break, or an egg to crack, for example. They will also need to prototype their sprite once, and prototype it a second time once they're in the game. Once the object created by the alchemiter object is "broken," the player's house will be transported to their planet, on a tall cliff or something similar so their planet ground is out of reach. Their server player will need to build their house up to the first gate at the very least, so that the client can enter the gate and be transported to the ground on their planet.

Once the first player has entered the Medium safely, their server player will install the client and get their own server player, so on and so forth until there is a full loop and the first client is the server player of the last server player. Once all players enter the game, the SBURB discs are really only used to add to the house to pass through more gates, or to throw a couch through your friend's wall, but can still be used at any point during the game to build.

PLAYER QUESTS:

On any given players' planet, they will be given a set of main quests as well as side quests. On June's planet, her denizen floods the planet with oil and she has to clean it up and release the fireflies trapped in the oil. This becomes her main quest, and this ends with her Choice, to either succumb to the oil in Typheus' chamber or learn how to disappear the oil using her newfound powers granted by the Relic created by Caliborn.



June's Land covered in oil, pertaining to her quest.

Your players' main quest can be anything, but it should relate to their growth as a character, understanding and using their powers, and should end in their Choice or killing their denizen, whichever they decide. Their quest should also be a problem with their planet of some sort, whether it be caused by their denizen, the carapacians of Derse, or anything in between. You should also award your players levels when they complete an aspect of their quest, as it comes with mastery of their powers as a player.

You can also give your players side quests, given by Prospitians who end up on their planets or the consorts inhabiting their Land. These should be small tasks and be relatively easy to complete, like

fetching an item for someone or protecting a consort village against enemies. You can allow players to receive these by talking to the consorts and Prospitians on their planet or reading quest boards set up in consort villages. These can be done outside of the session in a mini session, or if you aren't picky about the numbers, allow it to happen in roleplays outside of the session, or do it during the session. These should be minor and not contribute a ton to levels, but consorts will appreciate the gesture and may come to the player's aid later.

CLASSPECTING:

As the DM, your players are going to start getting WILD amounts of power as they level up through classpecting- and this guide is here to walk you through creating a classpect for a character and how to use it. Make sure to refer to the tables in the player's guide for this, as that information is absolutely vital to understanding classpects.

First, let's create a character. They'll be a human, who finds themselves being the main support for the team- always helping their friends save their failing relationships and sort out their disputes with friends. They feel like without them stepping in to save everyone's relationships, the SBURB game would fall to pieces.

First, let's assign them an aspect. For this example, we can assess that this character focuses a lot of their time and energy on their friends and others relationships, so a blood player would fit well here.

Next, they need a class. This character could fit a few aspects, like a knight, heir, or sylph, but for this example we'll go with sylph as it fits best here. This is really up to you, but the best way to figure this out is what their role in the story or party is. In the comic, a lot of classes are determined by their role in the overarching plot.

So now we have a full classpect, a Sylph of Blood. They change their relationships with others or through their relationships with others for the benefit of others. So, in game, how would their powers manifest? The best way to visualize it is their aspect is the essence of what their abilities are, and their class is how they actively use those powers to affect the game. In this case, our hero could

potentially be a great leader and supporting role, guiding their teammates in battle and borrowing their abilities to provide support to the team.

Blood is a weird aspect though, so let's do another example: A Maid of Doom would protect themselves through or using doom. This player could doom enemies to certain outcomes, or see potential deaths of themselves and avoid them. Pretty simple when you break it down like that! Classpecting is more of a narrative tool manifesting as powers than a hard and fast set of rules like classes in DnD, so don't feel like you're doing it "wrong." As the DM, you have complete control over how your players use their classpects, so go with what feels right and makes narrative sense (and what shreds absolute ass.)

As for game rules, classpects are about as fast and loose as it gets. See the classpect section in the player's handbook for the rules, but aside from that, the only real attacks are fraymotifs.

Once your players God-Tier, they can buy Fraymotifs from stores on their planets from their consorts. These moves are a combination between two or more players that use their classpects as a basis for attacks/spells/healing. Refer to the Fraymotifs section in the player's handbook.

Below is an example of fraymotifs for a character who is a thief of life, who has one other party member who is a heart player.

MOVE 1: Steal the HP of a teammate. Any teammate who is willing and has 30+ HP can be targeted. Roll 3d8 and take what they lose.

MOVE 2: Steal an enemy's HP. Roll to hit, and then roll 3d10 and take what they lose.

MOVE 3: Sap the life from an inanimate object. Choose an object and allow the DM to decide a dice to roll based on its value. Gain HP based on your roll, and your object loses its color and becomes unusable.

COMBO MOVE (HEART/LIFE): Steal an opponent's soul. Once per long rest, you can target an enemy with 50 hp or less (current or total) and extract the soul. Both players gain 3d8 HP.

Because this example player is a Thief (steals aspect for their own good) of Life, their attacks are based around healing themselves while sapping the energy of others. These stats are not an end-all-be-all, and your DM can adjust the attacks based on the strength of your en

NON-PLAYER CHARACTERS

CARAPACIANS

Ability Score Increase: +2 Constitution

Age: Lifespan equivalent to a humans, if not longer

Size: Vary from about 3-5 feet tall.

Speed: 30 ft

Other Traits: Hard Shell

Hard Shell: You have a hard carapace shell that covers your body. Resistance to damage that would not penetrate your shell, to DM's discretion.

Carapacians are small, insect-like humanoids that live in the game of SBURB. They resemble black and white chess pieces, although they have bisected joints and carapaces.

They are both sentient and intelligent, and have fully formed societies. They can read and write, and occasionally speak.



An exiled carapacian (the Mayor of Can Town) and two soldiers from two differing kingdoms.

Carapacians reside on Derse and Prospit. The white carapacians belong to Prospit- and fight for Light. They will be friendly and assist the player. The black carapacians belong to Derse, and fight for Darkness. They will often antagonize the player in some way.

KINGS AND QUEENS

Kings: There are two kings in each session, one for Prospit and Derse. They both have scepters with a small replica of Skaia, with orbs surrounding it corresponding to the kernels on both moons, and are affected by the first prototype of each player. The white king is always defeated and his scepter destroyed in a successful session, and the players will need to defeat the Black king and his army in order to win SBURB. The king is the only one who can gain the scepter's power. The king is always out on the battlefield, fighting in the Skaian war.

Queens: There are also two queens in each session, one for Prospit and Derse. They both have golden rings with orbs surrounding it corresponding to the kernels on both moons, and are affected by the first prototype of each player. The Black queen has the power to use the Red Miles, which has unlimited movement and can be used to destroy buildings and harm players, and can destroy entire universes if combined with the powers of a first guardian. The queen's rings can be used by any carapacian, giving them the sprites' powers rather than the queen if the rings are stolen. The queen always resides in the castle giving commands and orders, and keeping the kingdom under control while the King is away.



A prototyped version of the Black Queen.

AGENTS OF DERSE

Each session has a set of carapacians that come with the session. These are constants in each game, although yours may end up derailing the whole game, or aid you in defeating the king.



Jack Noir (Spades Slick): Jack Noir is an Archagent of Derse, meaning he's the third highest ranking member of Derse after the King and Queen. He oversees all of the kingdom and does all the most meaningless paperwork, but his true love lies in Grievous Bodily Harm. His role is to watch 4 window-shaped monitors (Fenestrated walls) and keep watch over

the Incisiphere and the session. He hates the King and Queen, and can be convinced to help overthrow their rule, or may go on a murderous rampage. He has a sense of honor and good manners though, keeping his word if he sees fit. (Image- Jack Noir.)

Draconian Dignitary (Diamonds Droog): Draconian Dignitary, or DD, works under Jack. He does most of Jack's paperwork, and will do anything to help his boss. He can be influenced to do certain actions if he thinks it will benefit Jack.

Hegemonic Brute (Hearts Boxcars): Hegemonic Brute, or HB, is considered the muscle of Derse. He is often sent to take care of unruly prisoners in Derse's cells, or sometimes carry out the assassinations of the players of Derse.

Courtyard Droll (Clubs Deuce): Courtyard Droll, or CD, is the equivalent to a jester. He usually is more of a prankster than a force of evil, but is proficient in explosives. He can be sort of useless, but we keep him around because he's cute ;)

CONSORTS

Ability Score Increase: +2 Strength OR Dexterity OR Charisma

Age: 30-50 years

Size: Vary from about 2-4 feet tall.

Speed: 30 ft

Other Traits: Call for Help

Call for Help: After each long rest, a consort can call for aid from local consorts. Depending on how many consorts are in proximity, the player can roll 1d4 bludgeoning damage for each consort as they all help take down an enemy. This does not work if the consort is in an area with no other consorts.

Consorts are the species that live on the players' planets and give them quests. They are small, brightly colored, and are not very smart. They live in towns and villages on their lands, and have a basic level of communication. They are known to collect and be possessive of random assortments of objects that are visually interesting, like buttons, coins, feathers and dice, for example. They also tend to be extremely interested in objects that belong to humans, and will sometimes accept objects as payment.



Various consorts.

CREATING AND PLAYING NPCS

Being a DM involves a lot of planning, but it also involves playing lots of different characters to help move the plot along. You're the

player's guide to the world, so you'll have a large amount of characters to play and will need to think on the fly. Not to worry though! Creating NPCs quickly is easy, and depth will only be needed in important recurring characters.

Depending on the type of character, you may want to consult your players on the personality of the characters they create. Guardians and sprites will be brought to life by you, so you'll want to ask and get a feel of the character before sessions that include those characters. Playing well with the stories your players create for their characters is a vital skill, and if you get stuck, you can always ask a player for input on their character.

For characters that you create, you'll want to assign them a basic personality. This can be literally anything, and you should try coming up with these on the fly if you can. If not, create a short list of personality types for sessions and pick one whenever a new NPC is introduced. You can also throw in some interesting facts or personality quirks to your characters if you feel like it.

Sometimes, an NPC will become a favorite among your players and the character will have a more active role in the story. In this case you will want to create a more complex list of traits for them: stats, personality traits, abilities, backstory, etc. are all important when creating a recurring character.

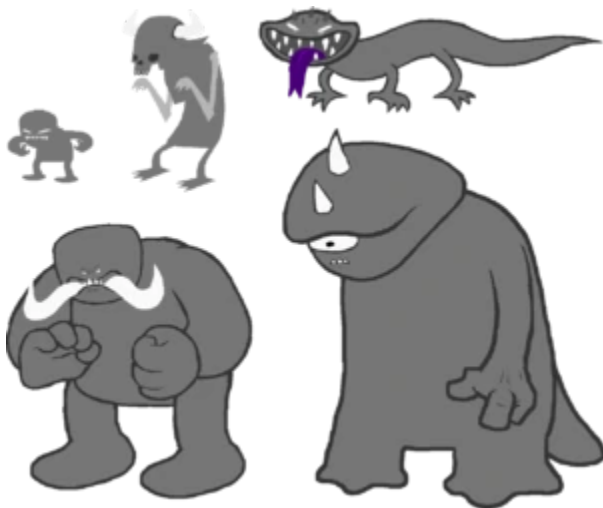
When you play a character, you will want to act and speak like them, whether this be physically or over the internet. You will want to describe their actions and make decisions about how the character would react to certain situations and act accordingly. This takes a bit of practice, but if improv isn't your strong suit, you can keep a list handy.

It's important to remember most NPCs will be almost completely improv, and don't be afraid to get silly with your characters! As always, practice makes perfect and you'll figure it out as you go. If you're still stuck, there are lots of great guides on the internet that might help you out.

ENEMIES AND BATTLING

THE UNDERLINGS

The Underlings are enemies found on the player's planet. They have been created by Derse and sent to the planets to slow down the players and cause problems for their consorts. These monsters take on the traits of the grist they produce when killed, and will exhibit features of the prototyped sprites. For example, in the beta game, John prototypes a jester doll and the enemies he fights wear jester's clothing. Underlings in Void sessions are skeletal, and extremely hard to kill as they will just reassemble again (like dry bones in mario games.)



IMPS

Imps are the most basic enemy and are the easiest to defeat. They will start spawning at the very start of the game around your house and on the surface of your planet. They drop a small amount of grist.



AC: 12

HP: 50

SPEED: 40ft

SIZE: Small (4ft tall, 8lbs)

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	15 (+2)	6 (-2)	10 (0)	11 (0)

ACTIONS

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 1d4 + 1 bludgeoning damage.

OGRES

A much stronger enemy that spawns to early level players. Is a high risk vs. reward for new players, as they are very strong but drop a



ton of experience and Grist.

AC: 15

HP: 75

SPEED: 40 ft

SIZE: Large, 10ft, 500lbs

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	16 (+3)	5 (-3)	7 (-2)	7 (-2)

ACTIONS

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 1d8 + 1 bludgeoning damage.

Clobber. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 2d6 + 2 bludgeoning damage.

BASILISKS

Basilisks are a snake-like creature that spawns after the player has reached the ground of their planet. It drops a moderate amount of grist.



AC: 15

HP: 70

SPEED: 60ft

SIZE: Medium, 8ft long, 100lbs

STR	DEX	CON	INT	WIS	CHA
10 (0)	17 (+3)	14 (+2)	8 (-2)	5 (-3)	9 (-1)

ACTIONS

Fire Breath. The basilisk exhales fire in a 40-foot line that is 5 feet wide. Each creature in that line must make a DC 14 Dexterity saving throw, taking 3d8 fire damage on a failed save, or half as much damage on a successful one.

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 1d6 + 1 bludgeoning damage.

Tail. Melee Weapon Attack: +4 to hit, reach 10 ft., one target. Hit: 1d6 + 4 bludgeoning damage, and the target is grappled (escape DC 14). Until this grapple ends, the target is restrained, the basilisk can automatically hit the target with its tail, and the basilisk can't make tail attacks against other targets.

LICHES



AC: 17

HP: 100

SPEED: 60ft

SIZE: Medium, 6ft, 150lbs

STR	DEX	CON	INT	WIS	CHA
9 (-1)	17 (+3)	15 (+2)	12 (+1)	13 (+2)	10 (+0)

ACTIONS

Regeneration. The lich regains 10 hit points at the start of its turn. If the lich takes acid or fire damage, this trait doesn't function at the start of the lich's next turn. The lich dies only if it starts its turn with 0 hit points and doesn't regenerate.

GICLOPSES

The Giclops spawn infrequently, and only to high-level players, but drop a lot of Grist.



AC: 16

HP: 150

SPEED: 30 FT

SIZE: Huge, 25ft, 5000lbs

STR	DEX	CON	INT	WIS	CHA
22 (+6)	11 (+0)	20 (+5)	8 (-1)	6 (-2)	10 (+0)

Poor Depth Perception: The Giclops has disadvantage on any attack roll against a target more than 30 feet away.

ACTIONS

Clobber. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 4d8 bludgeoning damage.

ACHERONS

The acheron is one of the strongest enemies in the game, and only spawns during the player's personal quest. They drop entirely too much grist.



AC: 18

HP: 200

SPEED: 30ft

SIZE: Huge, 32ft, 15000 lbs

STR	DEX	CON	INT	WIS	CHA
23 (+6)	11 (+1)	22 (+5)	10 (0)	9 (-1)	12 (+1)

ACTIONS

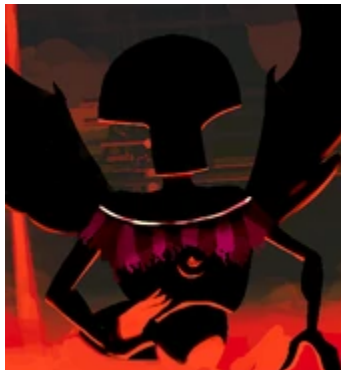
Clobber. Melee Weapon Attack: +7 to hit, reach 20 ft., one target.

Hit: 5d10 bludgeoning damage.

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 3d8 bludgeoning damage.

LICH QUEEN

One of the rarest enemies, the Lich Queen only spawns once per session, if a player tries to scratch the disk. This enemy will try to defend the disk and functions as a final boss before the disc can be scratched.



AC: 20

HP: 300

SPEED: 30ft

SIZE: Gargantuan, 50ft, 30000lbs

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	21 (+5)	14 (+2)	13 (+1)	17 (+3)

ACTIONS

Frightful Presence. Each creature of the queen's choice that is within 120 feet of the queen and aware of it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat

the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Life Drain. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. Hit: 21 (4d8 + 3) necrotic damage. The target must succeed on a DC 14 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

ITEMS AND STORES

GRIST AND BOONDOLLARS

Grist and Boondollars are essentially SBURB's currency. Both can be earned through playing the game:

Grist is collected by defeating the monsters on your planet. This grist can then be used to build on your client's planet using build grist, and alchemizing items for yourself with all the different types of grist. Your DM can choose to track your grist, or can decide whether you can build or alchemize an item based on how many enemies have been fought, depending on playstyle.

Grist Type	Grist Description
Build (Light Blue)	The most basic form of grist! Nearly all monsters drop this regardless of color, and is the basis for most alchemized items and is what all structures in the SBURB client cost.
Amber (Yellow)	Yellow liquid grist. Used to create anything robotic.
Amethyst (Purple)	Purple and slightly whimsical. Used to create anything with magical properties.
Artifact (JPEG)	The crunchiest of grist. Dropped when alchemizing anything with ironic JPEG artifacts. Used to create items that somehow have JPEG artifacts in the real world.

Caulk (Gray)	Gray liquid grist. Used to create everyday tech like cameras and computers.
Chalk (White)	White and cubed. Used to create white or "pure" objects.
Cobalt (Blue)	Blue. Used to create anything blue or cold.
Garnet (Red)	Dark red. Used to create anything red or hot.
Tar (Black)	Black liquid grist. Used to create "dark" and mechanical objects.
Zillium (Zillyhoo)	The rarest form of grist, needed to craft the all-powerful Zillyhoo weapons. Drops extremely rarely normally, but is dropped in abundance by a character in trickster mode and by alchemizing jujus.

This table lists the 10 types of Grist used in this ttrpg, and some potential uses. Your DM will create the cost based on the properties of the object. Feel free to use any grist for any object's recipe, these are just potential uses.

Grist can also be transferred between players using the GristTorrent program, where Grist is added to the Grist Gutter and redistributed to fellow players.

WEAPON CREATION

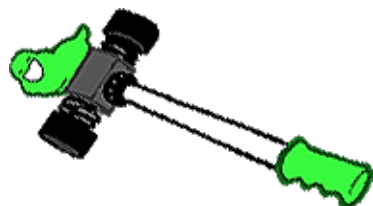
Your players will start with their base weaponkind, which will be a fairly weak household object. As they progress through the game, they will start alchemizing stronger weapons, and you will need to create stats for these weapons. Not to worry though! It's super easy, and remember the numbers are just to help you play the game.

Once your player has been playing for a little while, they may choose to alchemize their current weapon into something stronger. This can be done by combining the weapon with another object of their choice using the alchemiter. The weapon will then take on the special characteristics of the object like its color, ability, theme, or whatever you feel like.

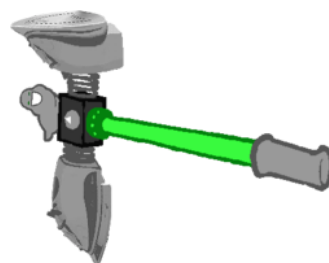
For example, in the comic, June starts out as a hammerkind user, who can use both a regular hammer and a sledgehammer. We'll say to start, the regular hammer has 1d4 bludgeoning damage, and +1 to hit. This was

literally taken from the hammer stats for DnD, so you can either make up your own stats or just search homebrew/official game content and use that.

She then alchemizes the Pogo Hammer using her Green Slime Ghost Pogo toy in her front yard. This costs 10 build grist and 16 tar grist, but you can adjust these grist amounts to your liking or not use them at all. The first, simple combination should be relatively cheap. For this example, we'll say this hammer now has $2d4 + 2$ damage, and has the bonus of being able to send enemies 5ft in one direction with her attacks, as well as being able to jump 15ft using the bounceback of the hammer, as a reaction, her movement, or as part of her attack.



Next, she combines the Pogo Hammer with an Iron to create the Wrinklefucker. This costs 55 build grist, 44 caulk grist and 66 tar grist. Once again, these prices can vary with where your players are at in their journey. Now we add to its strength and abilities, so now it can hit for $2d8$ fire damage +3, and can be used to jump only 10ft because it's heavier. See how players can build on their weapons by alchemizing, and improving it each time.



It should also be noted weapon cards can be found as part of a player's quests or by stealing them from much stronger enemies. In the comic, Davesprite gets June the card for Fear No Anvil, an extremely powerful weapon used by his denizen, Hephaestus. However, the hammer cost way too much grist and was far too large to be used properly, so June shrunk it using the alchemiter to reduce its size and cost. It cost her 500,000 build grist, 500,000 garnet grist, 500,000 tar grist and 500,000 amber grist, but once it was reduced these costs lowered to 5000 grist each. Let's say Fear No Anvil can do $5d8$ fire damage, and has the ability, once per battle, to stop an enemy from moving or attacking for one turn, as they are trapped in time.

This process can be applied to any character and their weapon, just keep in mind their current strength and level for the grist cost and damage a weapon can do. A great resource is magical weapons in DnD, and the damage that they can do. Feel free to lift weapon stats and abilities straight from DnD if you don't feel like homebrewing the numbers.

SYLLADEX UPGRADES

Because of the way sylladexes are set up in this game, your players can purchase size upgrades in shops on their planet. Here is a chart of prices you can use, if you're implementing Boondollars into your game:

Upgrade	Cost
+10ft sylladex space	250 boondollars
+20ft sylladex space	500 boondollars
+50ft sylladex space	1000 boondollars
+100ft sylladex space	5000 boondollars

As always, this table is just a guide, so feel free to change it up however you like for your game.

CONSORT SHOPS::

Consorts on the kids planets may have shops or villages set up for your players to purchase upgrades- potions, first aid kits, weapons, fraymotifts/abilities, sylladex space- or even just little trinkets and baubles. We recommend using a basic DND store with slight customization based on your players weapons, play style, and planet aesthetic.